

APPENDIX C

(CLEAN VERSION OF ALL PENDING CLAIMS)

(Serial No. 10/029,384)

CLAIMS

What is claimed is:

1. (Amended) A gaming method, comprising:
effecting play of a base game;
permitting a player of said base game to obtain at least one resource item during play of said base game; and
upon an occurrence of at least one predetermined event during play of said base game, providing the player with an option to begin play of a bonus event, said at least one resource item being useful for progressing through said bonus event.
2. The gaming method of claim 1, wherein said providing the player with said option to begin play of said bonus event comprises requiring the player to wager at least a minimum number of game credits or a minimum amount of money.
3. The gaming method of claim 1, wherein said providing the player with said option to begin play of said bonus event comprises permitting the player to continue playing said base game.
4. The gaming method of claim 3, wherein, in continuing to play said base game, the player is permitted to accumulate at least one additional resource item.
5. The gaming method of claim 1, further comprising, following entry into said bonus event, providing the player with an option to return to said base game.
6. The gaming method of claim 5, wherein said providing the player with said option to return to said base game comprises requiring the player to wager at least a minimum number of game credits or a minimum amount of money.
7. (Amended) The gaming method of claim 5, wherein, upon returning to said base game, the player is permitted to accumulate at least one additional game credit and at least one additional resource item.

8. (Amended) The gaming method of claim 5, further comprising providing the player with an option to return to the bonus game upon an occurrence of at least one predetermined event or upon wagering at least one of a minimum number of game credits or a minimum amount of money.

9. (Amended) The gaming method of claim 1, wherein said progressing through said bonus event requires wagering said at least one resource item.

10. The gaming method of claim 9, wherein said wagering comprises comparing a wagered resource item to at least one required resource item that has been randomly selected from a predetermined group of resource items.

11. The gaming method of claim 10, further comprising providing the player with an identity of said at least one required resource item.

12. The gaming method of claim 11, wherein said providing is effected only upon payment of at least one of a minimum number of credits or a minimum amount of money by the player.

13. The gaming method of claim 10, wherein said progressing is effected upon determining that said wagered resource item and said at least one required resource item are the same.

14. The gaming method of claim 1, wherein said progressing includes at least one of permitting the player to enter another level of said bonus event and providing the player with an award.

15. The gaming method of claim 14, wherein, upon entry into said another level of said bonus event, the player is awarded with at least one of a resource item, at least one game credit, and money.

16. (Amended) A game, comprising:
at least one player marker;
a predetermined group of available resource items; and
at least one game field, passage of said at least one player marker through or beyond said at least one game field being conditioned upon a player's presentation of at least one resource item that matches at least one resource item that has been randomly selected from said predetermined group.

17. (Amended) The game of claim 16, comprising a plurality of game fields, each game field of said plurality of game fields comprising a level of the game, passage of said at least one player marker from a first game field to a second game field being conditioned upon the at least one player's presentation of said at least one matching resource item.

18. The game of claim 17, further comprising:
at least one award.

19. The game of claim 18, wherein said at least one award is positioned within said at least one game field.

20. (Amended) The game of claim 18, wherein said at least one award is provided to the player upon successful completion of said at least one game field by presentation of said at least one resource item that matches said at least one resource item that has been randomly selected from said predetermined group.

21. The game of claim 16, wherein said at least one game field comprises a plurality of sections.

22. A gaming system comprising:
at least one processor programmed to:
 effect play of a base game, said base game providing at least one opportunity to award a
 player thereof with at least one resource item;
 evaluate whether a prespecified event has occurred during said base game;
 initiate play of a bonus event if said prespecified event has occurred, said bonus event
 comprising at least one level in which a player is provided an opportunity to:
 progress through said at least one game field;
 progress to a next-higher level; or
 receive at least one award
 upon presenting said at least one resource item if said at least one resource item
 matches at least one corresponding resource item that has been randomly selected
 from a predetermined group of resource items;
memory associated with said at least one processor;
at least one input element in communication with said at least one processor; and
a display in communication with said at least one processor.

23. (Amended) The gaming system of claim 22, wherein said bonus event comprises a plurality of levels, passage of at least one player marker from one level to a next higher level being conditioned upon a player's presentation of said at least one resource item.

24. The gaming system of claim 22, wherein said at least one award is positioned within said at least one game field.

25. (Amended) The gaming system of claim 22, wherein said at least one award is provided to the player upon successful completion of at least one level by presentation of said at least one resource item that matches said at least one resource item that has been randomly selected from said predetermined group.

26. The gaming system of claim 22, wherein said at least one level comprises a plurality of sections.

27. The gaming system of claim 22, further comprising:
a communication element in communication with said at least one processor; and
a central controller at a location remote from a gaming terminal comprising said at least one processor, said at least one input element, said display, and said communication element, said central controller in communication with said at least one processor by way of said communication element.